

PROJECT: SNOWBLIND



EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, have an epileptic condition, consult your physician prior to playing. If you experience any of the following while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult a physician before resuming play.

PRECAUTIONS TO TAKE DURING USE

- This game disc is intended for use exclusively on Windows®-based systems with the minimum configurations specified on the system requirements of the game purchased.
- Do not sit too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

HANDLING YOUR GAME DISC

- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Take occasional rest breaks during extended play.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at www.esrb.com.

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Be sure to check the PROJECT: SNOWBLIND Readme file for important updates about the game.

IT'S NO JOKE...

Liberty Coalition Army 2nd Lieutenant Nathan Frost has been transformed. There was that last searing blast from the bomb, an excruciating gurney ride into the surgery unit — Frost wondering if he even had a face left — some strange talk about BP, pulse and ... scarecrows?

Now he is alert, standing, disoriented a little, but stronger than before. A sense of extreme power is coursing through him and he sees apprehension in the eyes of all who pass.

Frost has been transformed into the prototype. He is the first-born in a top secret program to create a bio-augmented super-soldier.

Now that joke about a one-man army is true...



INSTALLING PROJECT: SNOWBLIND

To install *PROJECT: SNOWBLIND™*, insert the game DVD into your CD/DVD-ROM drive. After a few seconds, the Launch Panel will appear. (If the Launch Panel does not appear when you insert the DVD, double-click the *My Computer* icon, then double-click the CD/DVD-ROM icon to display the Launch Panel.)

This program will guide you through the installation process via onscreen prompts.

– or –

- Click the *Start* button.
- Choose *Run* from the pop-up menu.
- Type *d:\setup* in the box provided (*d*: designates your CD/DVD-ROM drive letter).
- Click the *OK* button to begin the install program.
- When prompted, select the path and directory on your hard drive where you want to install the game. The default is *C:\Program Files\Project Snowblind*. If you like, you can change this to your preferred location.

Click the *Readme* button to view important information about *PROJECT: SNOWBLIND™*.

----- UNINSTALLING

To uninstall *PROJECT: SNOWBLIND™*, from your desktop select *Start ->All Programs ->Eidos ->Project Snowblind ->Project Uninstall*. When prompted, click *Yes* to remove *PROJECT: SNOWBLIND™* from your computer.

----- AUTOSAVE

Your PC will automatically save any personal records you achieve. You can then view your records in the *Personal Records* section in the *Options* screen.

STARTING THE GAME

Once the game is installed and you are ready to play, click the *Play* button on the Launch Panel to start the game.

To begin playing the game at a later time, insert the DVD into the CD/DVD-ROM drive. After a few seconds, the *PROJECT: SNOWBLIND™* Autorun program will appear via the AutoPlay feature.

- Click the *Run* button to start the game.

– or –

- Select *Start ->All Programs ->Eidos ->Project Snowblind ->Project Snowblind*.

To leave the game, click the *Exit* button.

DEFAULT CONTROLS

MENU CONTROLS

Pause Menu	ESC key (P key to pause game)
Select menu item	↑ / ↓ cursor keys
Change setting	← / → cursor keys
Confirm selection	ENTER key or SPACEBAR
Cancel/Back to previous menu	ESC key or BACKSPACE

INVENTORY CONTROLS

Show/Hide inventory	hold/release TAB key
Cycle through primary weapons	mouse wheel
Cycle through secondary weapons	E key
Cycle through bio-augmentations	Q key

Note: You can also cycle through items, using the same controls, with the inventory closed.

ON FOOT CONTROLS

Move forward or back	W or S key
Look/Aim	roll mouse
Close info display	SPACEBAR
Fire primary weapon/Throw held object/ Charge Kinetic Kicker (hold)	LEFT mouse button
Alt Fire (primary weapon)/Pull object	RIGHT mouse button
Strafe left, right	A, D key
Use secondary weapon/Quick detonate grenade after throwing/Activate riot wall	SHIFT key
Select primary weapon 1-9, 10, 11	1-9, 0 (zero), - (minus) key
Cycle through primary weapons	mouse wheel
Cycle through secondary weapons	E key
Cycle through bio-augmentations	Q key
Punch/Melee attack	CTRL key
Use/Cancel selected bio-augmentation	ALT key
Crouch	C key
Reload primary weapon/Talk/Interact with object/Open unlocked door/Climb or descend ladder/Pick up/Drop	R key
Jump	SPACEBAR
Precision aim/Close look (primary weapon)	Z key
Toggle Navigational Display mode	F key

EMPLACEMENT CONTROLS

Use/Exit emplacement	R key
Fire emplacement	LEFT mouse button
Emplacement control/Aim	roll mouse

IN VEHICLE CONTROLS

Enter/Exit vehicle	R key
Steer	A or D key
Drive forward	W key
Brake/Reverse	S key
Fire primary weapon (if equipped)/Car horn	LEFT mouse button
Fire secondary weapon (if equipped)	RIGHT mouse button
Turret control	roll mouse

OGRE CONTROLS

Move Ogre legs	W, S keys
Rotate Ogre body/Aim weapons	roll mouse
Fire machine gun	LEFT mouse button
Fire rockets	RIGHT mouse button

SINGLE PLAYER HACKING CONTROLS

Fire icepick into panel/Open hack panel	LEFT mouse button
Select option from hacked panel display	↑ / ↓ cursor keys
Execute selected option	SPACEBAR or ENTER key
Aim/Control gun turret	roll mouse
Fire gun turret	LEFT mouse button
Pan surveillance camera	roll mouse
Exit hacked panel display	R key

MULTIPLAYER HACKING CONTROLS

Select hack tool/execute hack	R key
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GETTING INTO THE GAME

MAIN MENU

The Main Menu appears after you power-up the game. Use the menu controls to select the following options:

SINGLE PLAYER	Fight through the hell of an urban civil war. You will fight alone or lead a coalition squad, depending on the mission.
MULTIPLAYER	Play online with up to 15 other Internet players (16 players total).
MULTIPLAYER LOCAL NETWORK	Play over a Local Area Network (LAN).



PROFILE

The Profile screen appears after you select a game mode. Create a profile before you start playing *PROJECT: SNOWBLIND™*. The profile contains your save game files, option selections and online identity.

To create a profile:

- On the Profile screen, select an unused profile.
- To optionally enter a new name, select *Rename Profile* and enter the new name.
- Select *New Game to start a new game*. You will be prompted to save the profile when you begin play.

WHO ARE YOU?

You are Nathan Frost, a bio-enhanced super soldier. In addition to weapons expertise with firearms and explosives, you can use specialized bio-augmentations. These bio-augmentations were surgically hard-wired into your body. You now have lethal combat skills never before seen on the battlefield.

But there is a tactical downside. You are vulnerable to EMP (Electro Magnetic Pulse), which can disrupt your onboard electronics and render you momentarily or permanently helpless. Your bio-augmentations begin to fail and you become snowblind until your systems recover.

MISSIONS

You must complete missions as issued by Coalition Command. In every mission you must complete all primary objectives (objectives are added as the mission proceeds), protect yourself and protect your men. You will undertake two different mission types:

- *Firefight missions* that are all-out urban warfare.
- *Stealth missions* where you attempt to infiltrate key areas before attacking the objective. Discovery in this type of mission makes the mission much tougher.

MISSION OBJECTIVES

Your orders are assigned as mission objectives.

- Mission objectives appear as yellow circles on the Radar. (See page 10.)
- Press the ENTER key to see primary and secondary objectives (on the Pause screen) during play.
- Press the F key to toggle Navigational Display mode, which marks the direction to the next objective.
- Coalition Command will be in contact via radio with objective updates and intel.

GAME SCREEN

- 1 Health Level
- 2 Bio-energy Levels
- 3 Radar/Compass
- 4 Crouched Icon
- 5 Augmentation Meter
- 6 Selected Bio-augmentation
- 7 Secondary Weapon
- 8 Ammo Remaining
- 9 Primary Weapon



Reticle

GAME SCREEN INDICATORS

HEALTH LEVEL	Each time you take a hit, the red decreases in the meter. When you get to a critical state the meter flashes white and an alarm sounds.
BIO-ENERGY LEVELS	This blue meter powers your bio-augmentations. Hatch marks indicate the amount of energy required to activate the selected bio-augmentation. Using bio-augmentations depletes the meter.

RADAR/COMPASS

- **Single Player** — Shows enemy locations (red blips), friendly locations (green blips), neutral bot/unarmed human locations (white blips) and mission objectives (yellow circles). The solid arrow around the radar represents *North* on the compass. When an alarm is activated the radar flashes red.
- **Multiplayer** — Shows Ammo Station (light blue blips) and First Aid Stations (green blips). Walk up to these and press the R key to load up on ammo or replenish health. During Capture the Flag games, also shows flag positions (large red or blue blips), flags in transit (team colors) and mission objectives (yellow blips).

PRIMARY WEAPON

The primary weapon you currently hold.

AMMO REMAINING

Large number indicates rounds remaining in clip or magazine of your selected weapon. Small number indicates total rounds you have. Empty the weapon and you auto reload. Manually reload by pressing the R key.

SECONDARY WEAPON

The secondary weapon you currently hold. Throw it by pressing the SHIFT key. Press the SHIFT key again to detonate/ activate the weapon after throwing it. The weapon's name and number remaining appear next to its icon.

SELECTED BIO-AUGMENTATION

The bio-augmentation you will use when you press the ALT key.

AUGMENTATION METER

Shows the bio-augmentation energy consumption during use of a skill. When the reserve runs out, the skill terminates and the reserve recharges to optimum if you have enough bio-energy. Audio alerts tell you both when the reserve is optimum and when it is approaching zero.

RETICLE

Use the reticle to aim a weapon:

- The reticle turns red when over a hostile.
- It turns green when over a friendly.
- Watch the Ammo Gauge Circle to see ammo remaining before you need to reload.
- With some primary weapons, hold the LEFT mouse button and watch the charge level in the reticle to insure max power before releasing the button to fire the shot.

CROUCHED ICON

When you press the C key to crouch, this icon appears. You move slowly in this position but present a smaller target. Press the C key again to stand upright; you're now able to move faster.

INVENTORY



Primary Weapons
Secondary Weapons
Bio-augmentations

The inventory has three categories: *Primary Weapons*, *Secondary Weapons* and *Bio-augmentations*. All inventory items must be acquired.

When you have items in inventory:

- Press and hold the TAB key to display the inventory.
- While holding the TAB key, roll the mouse and use the Q and E keys to select a category and item. You can select multiple items at the same time.
- Release the TAB key to equip the selected item(s).

You can also make selections without opening the inventory. While in-game (with the inventory closed):

- Select primary weapon 1-9, 10 or 11 by pressing the 1-9, 0 (zero) or - (minus) key.
- Roll the mouse to cycle through primary weapons.
- Press the E key to cycle through secondary weapons, or press the F1-F6 keys to cycle through secondary weapons 1-6.
- Press the Q key to cycle through bio-augmentations, or press the Y, U, I, O and P keys to cycle through bio-augmentations 1-5.

WEAPONS

A briefing appears when you acquire a weapon. Study this to understand the weapon's full capabilities.

PRIMARY WEAPONS

BASIC PRIMARY WEAPONS

These are your three basic primary weapons. You will find more awesome firepower as you progress through battle.



PISTOL	Silenced close-range weapon perfect for stealth.
CARBINE	Standard military issue automatic rifle, highly effective during firefights.
SHOTGUN	Lethal weapon for close combat.

AIM & FIRE

Roll the mouse to aim your weapon and press the LEFT mouse button to fire (press and hold for automatic weapons).

- The reticle turns red when aimed at an enemy. It projects a red pointer if you've taken damage from that enemy.
- The reticle turns green when positioned over a friendly.

PRECISION AIM

Press the Z key to toggle zoom in/out.

- The sniper rifle has 2x and 4x scope magnification.
- The weapon automatically disengages from precision aim when reloading.

ALT FIRE

Primary weapons have an alternate fire mode. To use it, press the RIGHT mouse button.

NOTE: Check the weapon briefing when you acquire the weapon to view special alt-fire characteristics. You can also see weapon use details by selecting the weapon in inventory.

SPECIAL TOOLS

These special non-weapon tools also reside in the primary weapons inventory:

KINETIC KICKER	Tool used to push or pull objects, and to collect ammo or other collectible items. (See page 16.)
ICEPICK	Hack tool for several types of electronic equipment. (See page 17.)



SECONDARY WEAPONS

To use the selected secondary weapon, press the SHIFT key.

THROW/AIM

When using a grenade or riot wall, roll the mouse to aim your throw, then press the SHIFT key to throw.

NOTE: Learn to judge the trajectory of a thrown weapon and raise your aim to compensate for the distance you need to throw.

DETONATE/TRIGGER

All secondary weapons except nano boost explode or deploy using built-in timers, but you can manually detonate at will by tapping the SHIFT key a second time after throwing.

GRENADE TYPES

FRAG	The explosion sends metal fragments in every direction. Good anti-personnel weapon for multiple enemies in a cluster. Can be dodged by target.
EMP	Electromagnetic pulse damages or disables electronic circuitry. Use against sentry bots, auto turrets or to disable shield units carried by soldiers.
FLSH	Flash-bang stun grenades explode with blinding light and concussion. They are non-lethal. Use to escape a deadly situation or shock enemies as you attack.
GAS	Unleash a lethal cloud of poisonous gas.
SPDR	Mini spiderbots deploy to track down and open fire on enemy forces. Deploy a couple of these to watch your back or even the odds during a firefight.

SPECIAL TOOL

This special non-weapon tool also resides in the secondary weapons inventory:

NANO BOOST	This device will completely heal you, recharge your bio-energy, rescue you from the brink of death and reverse the Snowblind effect.
RIOT WALL	Thrown device that unfolds into a temporary barrier you can use as cover. Deploy this force field to create a protected position anywhere on the battlefield.

BIO-AUGMENTATIONS

Bio-augmentations are the special combat capabilities that were surgically implanted during your transformation. They draw power from your bio-energy.



Press the ALT key to invoke the equipped bio-augmentation. The Reserve gauge begins to discharge as you use the power. When the gauge empties or you press the ALT key again, the bio-augmentation terminates and you return to normal.

ENHANCED VISION	Enhanced vision causes all enemies and cloaked mines to stand out from their environment. It makes dark areas brighter for easier navigation, and allows you to see enemies through walls.
CLOAK	Walk undetected within inches of the enemy. This bio-augmentation disengages if you open fire with a primary or secondary weapon.
REFLEX BOOST	This slows the perception of time, allowing you to react more quickly to enemy actions.
ELECTRICAL STORM	Discharge a potentially fatal high-voltage electrical jolt in front of you.
BALLISTIC SHIELD	This protective force field surrounds you and absorbs the damage of attacks. As it absorbs attack, your augmentation meter drains from the effects of the attack and time.

THE SNOWBLIND EFFECT

Your bio-augmentations depend on electronics that are vulnerable to Electro Magnetic Pulse (EMP) attack. When an EMP is launched or some other electronic interference occurs, your vision fills with a white static as the pulse overwhelms your bio-augmentation systems. You will lose some or all bio-energy.

- Use a nano boost to overcome the Snowblind effect.

VITAL TASKS

----- EVALUATING OBJECTS, ALLIES AND ENEMIES

Point your reticle at an object or soldier (friendly or enemy). A gauge appears displaying the object's type and destructibility, or the soldier's health level, name and rank. You now have the option to interact with the object or talk to the friendly (in most cases) by pressing the R key.

----- MOVING OBJECTS

You can move some objects.

- Some objects can be picked up/dropped by pointing at them and pressing the R key.
- While holding an object, you can tap the LEFT mouse button to throw it.
- Walk into the object to attempt to push it in the direction you want it to go.
- You can use the Kinetic Kicker to push certain objects. Target an object with the kicker, press and hold the LEFT mouse button to charge the kicker, then release the button to push the object. (To pull, use the RIGHT mouse button.)

HACKING

Perform your hacking skills on electronic equipment using the icepick (from the primary weapons inventory). You can hack:

- Security panels.
- Computer panels.
- All types of auto turrets.
- All types of bots.

NOTE: The Ogre is not hackable. It is a vehicle piloted by a human.

HOW TO HACK

With the icepick equipped, point and shoot at an electronic object. Once the icepick deploys by unfolding with an audible clack, you are ready to execute the hack:

- Point at the hacked security panel and press the LEFT mouse button to bring up the Hack Panel options. Use the cursor keys to select an option. Press the SPACEBAR to execute the selected option. Press the R key to cancel the Hack Panel options display.
- Hacked security panels can be re-accessed (by pressing the RIGHT mouse button).
- If you are attacked while performing a hack, the hacking process stops.
- A misfired icepick is reusable (successfully fired icepicks are spent). To recover a misfired icepick, move within pickup range and press the RIGHT mouse button to return it to your inventory.

REPUBLIC SECURITY SYSTEMS

You will encounter auto turrets, security cameras and trip lines set by the enemy. Some of these systems are activated when the enemy presses an alarm switch. You can override certain systems from panels. Turrets and cameras can be disabled, destroyed or turned against the enemy by using your hacking skills.

VEHICLES

Use Phoenixes, Hydras, Titans and Ogres to move quickly or attack the opposition. Hydras, Titans and Ogres give you massive firepower. Even though a Phoenix may be unarmed, you can use it as a ramming weapon.

IMPORTANT: The turret part of the vehicle moves independently from the body. For example, when you move the Ogre's upper body to aim the guns (roll mouse), the legs remain pointed in the direction you are walking (W, S keys).

COLLECTIBLES

To pick up a collectible (health, bio-energy, ammo), walk over it.

- You can also point at it and press the R key to collect it. (If this doesn't work, move closer and try again.)
- Use the Kinetic Kicker (from the primary weapons inventory) to pull the collectible toward you.



WEAPONS AND AMMO

Most human enemies will drop the weapons they are carrying when defeated, and you can collect these. Find additional weapons, cartridges, shells, rockets, mines and energy cells scattered around the area or contained in supply crates. Destroy supply crates by shooting or punching them to get the collectible inside.



HEALTH

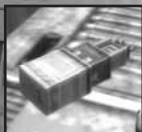
- Pick up a *health pack* for instant first aid. Available in large and small dosages.
- Pick up a *health upgrade implant* to increase your maximum health level.



NANO BOOST

The nano boost is a total treatment. Its benefits include:

- Restoring full health and bio-energy.
- Reversing the Snowblind effect.
- Resurrecting you if used when dying.



ENERGY CELL

Ammo used by the H.E.R.F. gun and rail laser. The H.E.R.F. gun also has a reserve energy clip.



BIOCELL

- Pick up a *bioenergy cell* to restore your bio-energy meter. Available in large and small sizes.
- Pick up a *bioenergy upgrade* to increase the capacity of your bio-energy meter.



ICEPICK

Necessary for performing hack attacks.

SAVING GAME DATA

You can save your game by:

- Selecting **Yes** when prompted at the completion of a key objective, to bring up the Save Game screen.
- Using *save points* found in out-of-the-way rooms. Look for the Save Point icon on doors that lead to a save point. Pass through the doors, approach the save point and press the RIGHT mouse button to bring up the Save Game screen.



On the Save Game screen, press the ←/→ cursor keys to select the profile you want, press the ↑/↓ cursor keys to select a data file within that profile to save to, and then press the ENTER key. When prompted to overwrite the current file, select **Yes** and press the ENTER key.

NOTE: Selecting YES will overwrite older data in a save file. Once you overwrite data, it cannot be restored.

PAUSE MENU

Press the ESC key to open the Pause Menu. From here you can view both primary and secondary objective assignments and status, load a saved game, and change game options.

RESUME GAME	Resume your current game.
LOAD GAME	Load save game data to continue the game from the point where it was saved.
OPTIONS	Adjust various game settings, including: <ul style="list-style-type: none"> ■ <i>Controls</i> — Select a control scheme. ■ <i>Invert Vertical Axis</i> — Toggle the camera view on (inverted) or off (normal). ■ <i>Look Sensitivity</i> — Adjust the camera response time. ■ <i>Volume</i> — Adjust the volume of SFX (sound effects) and Music. ■ <i>Brightness</i> — Adjust the brightness of your computer screen. ■ <i>Subtitles</i> — Turn the game subtitles on/off. ■ <i>Dolby Pro Logic II</i> — Toggle Dolby Pro Logic II surround sound on/off. (Connect your computer to a sound system with Dolby Pro Logic II or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.)
QUIT	Return to the Main Menu.

ONLINE PLAY

The online portion of this game is subject to the terms and conditions under the User Agreement located within the game. A full copy of the User Agreement is available at:

www.eidos.com/online

ONLINE SYSTEM REQUIREMENTS

Up to 16 players can battle online or over a Local Area Network. In order to play *PROJECT: SNOWBLIND™* online, you need:

- Broadband Internet connection or Local Area Network (LAN).

PATCHES

During login, you may be prompted to download a patch. You must download the patch in order to play *PROJECT: SNOWBLIND™* online.

CREATING AN ACCOUNT

In order to play online you must create an account that contains an online name and password. Once you save your data, you only need to select *LOGIN* the next time you play. (See page 21.)

GET CONNECTED & CREATE AN ACCOUNT

1. On the Main Menu, select *Multiplayer Internet* and press the ENTER key.
 2. Select a network configuration to connect to the Internet.
 3. Read and accept the Online Agreement. You must accept the terms of the Online Agreement to play online.
 4. Create an online account. In order to play online you must create an account that contains an online user name and password.
 - 4a. The first time you see the Select Profile screen, select *Create Online Account*. Then enter an online name (of four or more characters), password, password confirmation, and email address.
 - 4b. Select *Yes* or *No* in response to the series of requests, and finally select *Continue*.
 - 4c. Enter your gender, birth date, country and ZIP code, and select *Create Online Account*. If no other person has the user name you created, a new account profile is created. Read the warning and select *Yes*.
- NOTE: Be sure to remember or write down your password. Eidos Inc. Customer Service may not be able to retrieve lost passwords.*
5. You will be prompted to save your account profile (which includes your password). Select *Yes* and you will only have to select *Login* to connect the next time you play.

LOBBY MENU

FIND GAMES	Select this to view the active games and start playing.
HOST GAME	Create an online game according to your own parameters.
FRIENDS	Search for active games that include your friends.
CLANS	View the Clan Homepage.
STATS	View game play stats for yourself and other online players.

ONLINE MULTIPLAYER GAMES

STAGING SCREEN

The Staging screen appears after you select or create a game. You enter the game from this screen and return to it at the end of play.

Before starting play, use this screen to:

- Change option settings including control settings.
- Change your class (see below) and switch teams.
- View the screen names and team affiliations of other players.
- View scores and see the game type set by the host.



CLASS & LOADOUT

On the Staging screen, you can select the class (type of fighter) you want to be. Each fighter class uses different primary weapons, secondary weapons and bio-augmentations. For example, the Sniper class carries a sniper rifle as the primary weapon, while the Scout class carries a shotgun. You can select a new class when you respawn or pause play. The change will take place the next time you respawn.

ONLINE/LAN GAME TYPES

ONLINE MODES

DEATHMATCH	Destroy all opponents. At the end of play, the player with most kills wins.
HUNTER	The hunter is an invisible stalker who tracks down and kills other players. The hunter has more health than the other players, all weapons and bio-augmentations, permanent invisibility, and does more damage. Become the hunter by finding the hunter token placed somewhere on the battlefield. If you are killed while the hunter, you drop the token. Player with the most points at the end of the match wins.

TEAM MODES

TEAM DEATHMATCH	Destroy the opposing team. At the end of play, the team with most kills wins.
CAPTURE THE FLAG	Each team has its own colored flag located within a defensible base. Fight your way to the enemy flag and take possession of it to win. You can recapture your own team flag and return it to your base. You must have your own flag at your base when capturing the enemy flag to score. Use flag icons at the lower left of the screen to check flag status: <ul style="list-style-type: none"> ■ When you have the enemy flag, an opposition flag icon appears over your team icon. ■ When a flag is in transit, its icon pulses and a yellow circle with the team color appears on the radar.
FAST FLAG CAPTURE	Bring your opponents' flag to your base to score. Your flag does not have to be at your base in order for you to score.
TACTICAL ASSAULT	Defend your team's generator and destroy the opposition's generator after disabling their generator shields. To disable the shields, hack into the opposition nodes (only the forward node is vulnerable). First team to destroy the opposition generator wins. <ul style="list-style-type: none"> ■ Nodes appear on the radar and are linked in sequential order from one base to the next.
ASSAULT	Defend your team's generator while working to destroy the opposition's generator. First team to destroy the opposition generator wins.
DEMOLITION	Team play. Find a bomb at a spawn point and transport it to designated targets inside the opposition base. Disarm a bomb on your own base by approaching it and pressing the R key. The bomb is on an auto timer. When it blows, the base is destroyed, the round ends and the opposition gets a point. At the end of play, the team with the most points wins. <p>Check the bomb icon at the lower left of the screen to see which team has the bomb.</p> <ul style="list-style-type: none"> ■ Red is the Republic. ■ Blue is the Coalition ■ White means no team has the bomb. <p>Once defused, the bomb timer resets. In this game, use the R key to hack.</p>
QUICK DEMOLITION	Same as <i>Demolition</i> except that the bomb timer only pauses when defused; it does not reset.

MULTIPLAYER HEALTH & AMMO STATIONS

During multiplayer games, find health stations to regain maximum health, and ammo stations to reload all weapons. Approach a station and press the R key to use it. Both types of stations appear on your radar when they are within range.

- *Health stations* are indicated by a green blip.
- *Ammo stations* are indicated by a light blue blip.

HACKING DURING MULTIPLAYER GAMES

Use the hack tool to control doors, nodes and bombs. All players carry the hack tool in the weapons inventory; this tool doesn't need ammo. Point to a hackable object or device and press the R key to switch from your current weapon to the hack tool (if it's not already selected). Press the R key again to execute the hack.

- To disable the force field that guards opposition team doors, hack the switch next to the door.
- Diffuse the Bomb. In Quick Demolition, hack the Generator under the bomb to turn off its timer and snatch the bomb.
- Take control of enemy nodes during Tactical Assault games.

RESULTS SCREEN

The Results screen appears at the end of a game. It shows the performance for each player and team by:

- Player points.
- Number of kills.
- Number of times a player died.

HOSTING A GAME

To host a game, access the Host menu, set the specifics for your game, and select *Start Game*. Host menu options are:

SELECT A MAP	Choose an environment for your game.
GAME OPTIONS	Set specific game parameters:
SERVER NAME	By default the server name is your screen name.
GAME TYPE	Choose a game type. (See page 23.)
ARMS RACE MOD	Players take the loadout (including weapons and bio-augmentations) of their victims' class. Players keep these added items until they are killed or the game ends.
GAME LOADOUT	Designate the loadout for all players joining your game. Select <i>All</i> to allow players to select their own class and loadout. (See page 22.)
TIME LIMIT	Set the game time limit from 5 minutes to infinity.
SCORE LIMIT	The game ends when a player reaches the score limit you set here.
MAX PLAYERS	You can allow up to 15 other players (16 players total) to join your game.
FRIENDLY FIRE	When set to <i>On</i> , you can accidentally kill a teammate.

LOCAL AREA NETWORK MULTIPLAYER GAMES

Local Area Network (LAN) gameplay is the same as the online game with the following requirements:

- One player must host the LAN game.

FRIENDS LIST

From the Lobby, select *Browse Friends List* to view a list of established friends, pending friend requests, and invitations from friends. From here, you can see the online status of established friends and join a friend's active *PROJECT: SNOWBLIND™* game. You can have a maximum of 100 established friends, pending friend requests, and friend invites combined. Delete outdated friends to make room for more.

----- ADDING FRIENDS

Select *Send New Friend Request* to add someone as your friend. Enter the player's name (do not include a clan tag). A *Friend Invitations* icon will appear next to the player's name. Once the friend accepts your invitation, the icon will change to the *Established Friends* icon.

----- ACCEPTING FRIENDS' REQUESTS

To accept a friend request, select *Browse Friends List*, select the name of the player who sent the request (identified by the *Pending Friend Requests* icon) and accept the offer. Once you accept, the icon will change to the *Established Friends* icon. To permanently block Friend Requests from another player, select *Block Friends Request* on a pending invitation. This cancels the pending invitation and blocks any future requests.

----- IN-GAME PLAYERS OPTIONS

While in-game, select the *Players* option, then select *Send/Cancel Friend Req.* to send quick invitations to active players in the game plus the last ten users you've encountered. This also allows you to add them as friends.

STATS

Use the Statistics Menu to view various details about yourself, your friends, and your clan. Viewable stats include the Kill-Death Ratio, Wins, Losses, and overall score (calculated from various statistics).

Visit <http://www.projectsnowblind.com/stats> for more detailed statistics.

- View any player's statistics by selecting *Player* and entering the player's name. The player's name will be displayed between the seven immediately higher-scoring and seven immediately lower-scoring players.
- To view the top tier players in *PROJECT: SNOWBLIND™*, select *Top 15*. Select *Friends* to view the best 15 players in your Friends List.
- If you have joined a clan, select *Clan* to view the top 15 players in your clan and see who's the MVP!

CLANS

Create a clan and invite others to join or answer the invitation to join a clan. Clan members have ranks (Leader, Officer, Soldier) that have different privileges. Leaders and Officers can recruit and kick out players. The Leader can promote and demote Officers and Soldiers. The Leader can also designate a new Leader.

CREATING YOUR CLAN

On the Online Lobby screen, select *Clans* to open the Clan Homepage. Select *Create Clan* and create a clan nickname from one to three characters. Then create your clan's full name from four to 20 characters.

INVITING OTHERS TO JOIN YOUR CLAN

Select *Invitations* and *Recruit* to ask other players to join your clan by using their screen names. View your recruiting efforts or cancel an invitation by selecting *Sent Invites*, selecting a player, and selecting *Yes* to confirm the retraction.

ACCEPTING AN INVITATION TO JOIN A CLAN

If you have been invited to join a clan, the **!** icon appears next to the *Clans* option on the Online Lobby screen. To accept the invitation, select *Clans*, then *Invitations* and then *Invitations* again to enter the field of invitations. Select the invitation you want to accept, press the ENTER key and select *Yes* to accept the invitation. To let everyone know you are not accepting invitations to join a clan, select *Toggle Status*. Change your mind by selecting it again.

POSTING NOTICES TO CLAN MEMBERS

The Leader and Officers can select *Notices* and write up to four messages to all clan members. Other clan members can read the postings by selecting *Notices* when they see the **!** icon next to the *Notices* option.

VIEWING CLAN DETAILS

- View your clan ranking on the Clan Lobby screen, and select *Member List* to see the online status of all clan members.

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